IMPOSSIBLE MESSION.

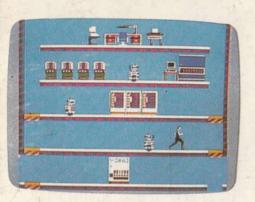


EPYX THE COMPUTER SQEET WART

IMPOSSIBLE MISSION...

Designed by Dennis Caswell





Type of program: Action game

No. of players

. 1

Age category Controller : 12 and up : Joystick

Rooms

: 32

Robots

: 90 different

Voice Synthesis for Added Realism.

(Message from the Agency computer). Your mission Agent 4125 is to foil a horrible plot. From an underground laboratory, Elvin, the scientist, is holding the world hostage under the threat of nuclear annihilation. You must penetrate his stronghold, avoid his human-seeking robots and find the pieces of the security code.

Somersault over the robots or use a precious snooze code to deactivate them long enough to search each room. Use the Agency's computer to unscramble the passwords from the code pieces, or try to solve them yourself. You've got to reach Elvin's control centre, but you'd better beware . . .

This mission is stamped IMPOSSIBLE!

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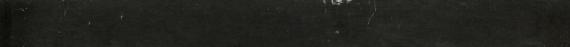
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DISQUETTE for AMSTRAD







IMPOSSIBLE MISSION